

Backpack



Cost
2gp
Weight
2lb
Rarity
Std

Gear -
Carry stuff.

Rope



Cost
1gp
Weight
5lb
Rarity
Std

Gear - Climbing
Climb stuff.

Longbow



Cost
50gp
Weight
2lb
Damage
1d8
Range
150

Martial - Ranged
Shoot stuff.

Shortsword



Cost
10gp
Weight
2lb
Damage
1d6

Martial - Melee
Attack goblins.

Club



Cost
1sp
Weight
2lb
Damage
1d4

Simple - Melee
Wallop things.

Exhaustion I



Level
1

Condition - Level 1
Your muscles are sore and your eyelids grow heavy. You have disadvantage on ability checks.

Exhaustion II



Level
2

Condition - Level 2
Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

Exhaustion III



Level
3

Condition - Level 3
Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

Exhaustion IV



Level
4

Condition - Level 4
Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.



Find Familiar

Level

1

Range

10ft

Spell - Conjunction

Special Attack: Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack with finesse or ranged weapon if you have advantage on the attack.

Thaumaturgy

Level

Cantrip

Range

30ft

Spell - Transmutation

You manifest a minor wonder, a sign of supernatural power, within range.

Athletics

Skill - Strength

Athletics.

Acrobatics



Skill - Dexterity

Acrobatics.

Sleight of Hand

Skill - Dexterity

Sleight of Hand.

Stealth

Skill - Dexterity

Stealth.

Arcana



Skill - Intelligence

Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, planes of existence, and the inhabitants of those planes.

Gold Coin



Currency - Gold

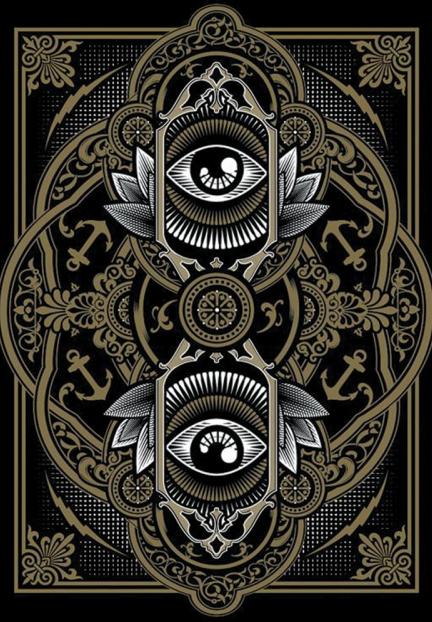
Use to buy stuff

10 Gold Coins



Currency - Gold

Use to buy stuff



Mastiff

Strength	1	Weight	
Dexterity	2	100lb	
Constitution	1	Speed	40ft
Intelligence	-4	Hit Points	5
Wisdom	1	Armor Class	12
Charisma	-2		



Bat

Strength	-4	Weight	
Dexterity	2	10lb	
Constitution	-1	Speed	5 ft fly 30ft
Intelligence	-4	Hit Points	1
Wisdom	1	Armor Class	15
Charisma	-3		



Creature - Dog

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Creature - Bat

Echolocation. The bat can't use its blindsight while deafened.
Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

